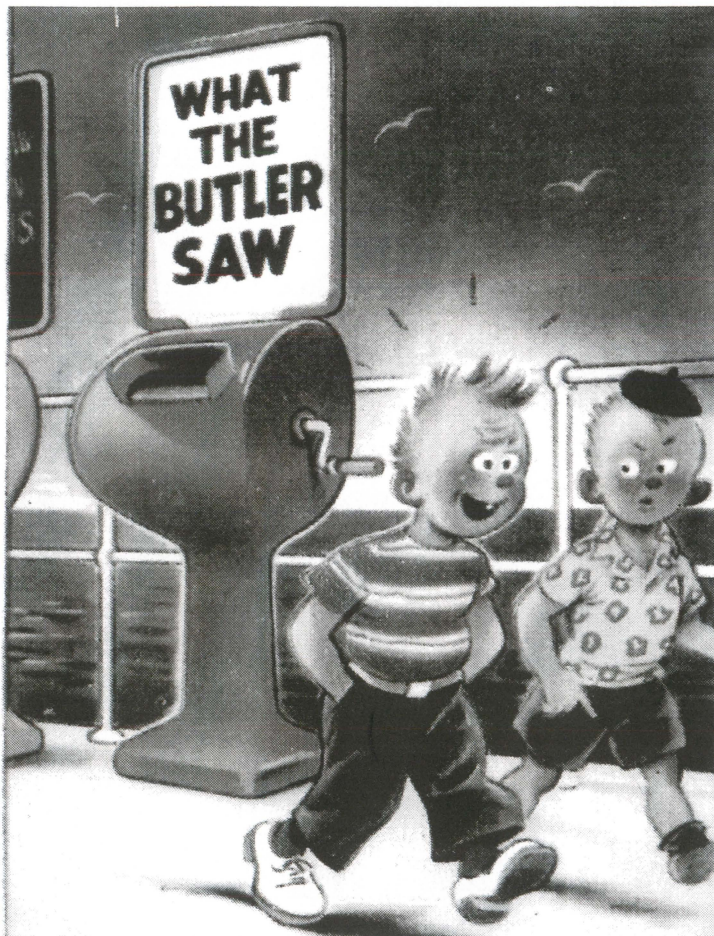


Mechanical Memories *Magazine*

ISSUE 10

FEB. 2007



In this issue – Places to visit in 2007

Mechanical Memories Magazine

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Editorial

Hello again. Has another month flown by already? I remember my dad used to tell me when I was a boy, that the older you get the quicker the time passes you by. Well the speed at which time flies by now, I must be fast approaching my sell-by date!

Anyway, talking of time, this issue may be a little later than I'd intended. I've been waiting for news on a venue for our next event, and can now confirm that we have a brilliant location at the north of the M25. This will be further south than our last auction in Coventry, but will be very easily accessible with good motorway access from all directions. Unfortunately, due to limited time and the fact that it seems all decent venues are booked-up years in advance, the event will be in May, rather than March as intended. There will be full details in the next issue, in the meantime, mark this date in your diaries – **13th May**.

Within the next month or so, we'll all be thinking of going out for day trips at the weekends, preferably somewhere with a few old slot machines. Darren Hesketh has compiled a comprehensive list of places to visit throughout the UK, and I'm very grateful (in fact we all should be) for the time he's dedicated to this (see centre pages). As we all know, attractions come and go, and I should stress that some of the smaller collections of machines have not been verified, in fact there are a couple that I think may already have closed down, so check before travelling. However, you can rest assured that the larger collections such as Darren's in Cheshire; Clive Baker's at Southport; Peter Williamson's at Great Yarmouth and my own at Brighton will all be operating this year.

Now, a couple of months ago I made a gentle plea for some pictures of allwins to enable me to crack-on with 'The History of the Wall Machine – part 3'. Well, so far I haven't received any! So please! Let me have some!

And finally, there are not many pictures in this issue. I didn't even have anything of any relevance for the front cover, so I've printed one of the postcards from my collection. I've omitted the caption (which was fairly predictable anyway), and thought it may be fun to make it a caption competition. So post or email me an original caption of your own, and I'll award a years free subscription to whoever comes up with what I judge to be the best caption. (Actually, I'll get someone else to do the judging. That way, I can enter myself).

All the best

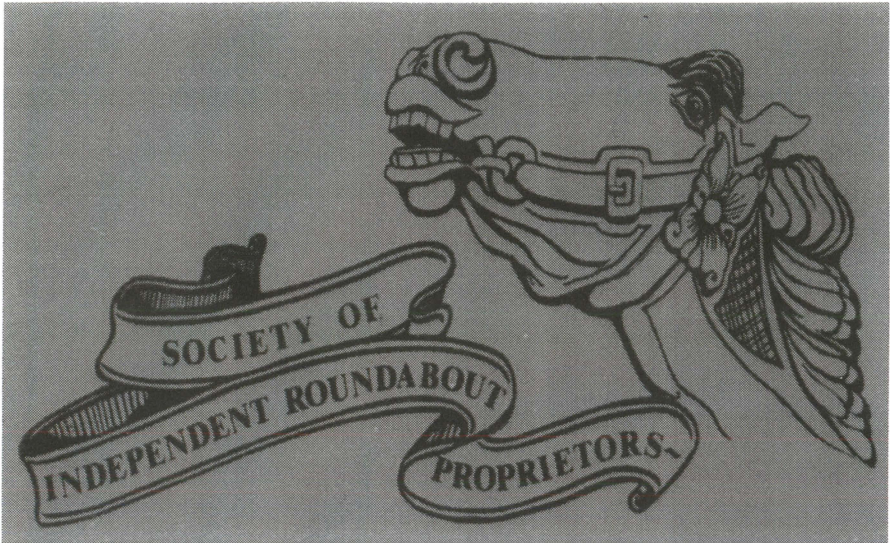
Jerry

pennymachines.co.uk

As some of you may have noticed, this magazine now has it's very own forum on the pennymachines web site. At the time of writing, there isn't much in it(!) but by the time you read this, I hope to have started a new thread on the Bollands survey. The old MMM thread is now 'feedback' and anyone can add to this. Any registered forum member can start a new subject, and anyone can add to an existing thread (although please note that only pennymachines or I can add to the announcements). So, if there's anything in or about this magazine that you think should be shared with the Internet world, now's your chance. Each month I shall be posting colour versions of the pictures that appear in the magazine, and I've already posted pictures from Darren Hesketh's Museum of Amusements, featured in the December issue (there are no pictures from the last issue, as they were all black and white to start with). If you're not a regular user of this brilliant resource, now's the time to start using this first class site dedicated to our hobby.



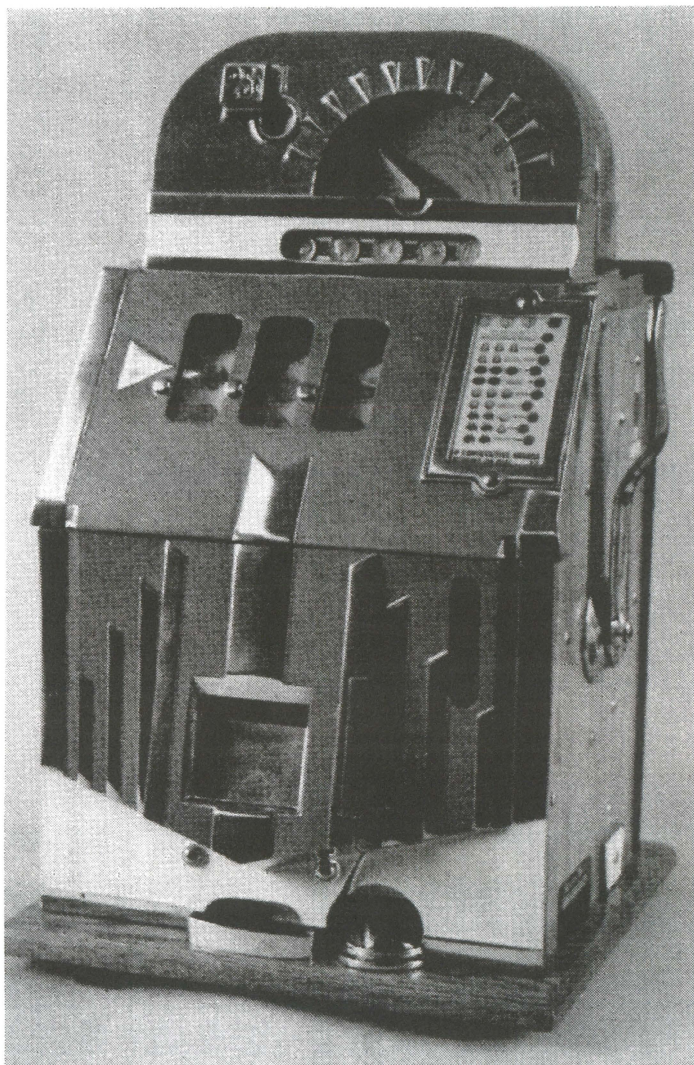
Society of Independent Roundabout Proprietors



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the presentation of vintage fairground equipment.
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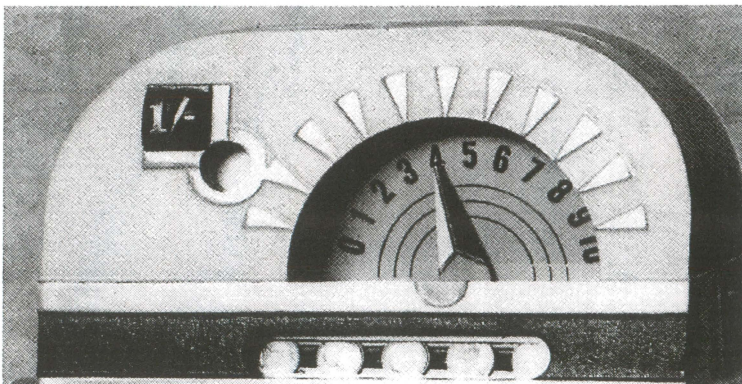
Mill's Futurity

In this high tech age of microprocessor electronics, modern AWP machines seem to be riddled with 'features' and flashing lights to the extent that the three reels are rendered almost superfluous. I really can't remember the last time I played a modern machine; I just don't understand them. Fruit machines were so much easier to play when all you had to worry about was getting a winning line!

Features are not new, and during the golden years of the 1930s the Mills Novelty Company produced two machines that have become sought-after classics. The *Horse Head Bonus* of 1937 is perhaps not one of the more common survivors, but seems to be easy enough to find for anyone who really wants one. However, the previous year Mills introduced the *Futurity*; a machine that now seems to be a considerable rarity (in this country at least). In fact, of all the Mills bandits of the 1930s, the *Futurity* is the only one that I've never seen.

So what was the feature incorporated into this machine? In the *Futurity*, Mills offered the player a simple proposition: "Play this machine ten times, and if you don't win we'll give you back your money." Eh? Can you imagine the local bookie making a similar offer? "Put your money on ten old nags of your choice, and if you lose your shirt on them all we'll refund your stake money!" This was an offer that the punter could not afford to miss; he could play the machine in the certain knowledge that he would not lose. But invariably he did, and the machine milked the player's pockets.

So how was this 'special offer' put into practice? Incorporated into the machine was a dial numbered 0 – 10. Each time the machine was played, in the absence of a winning line, a pointer advanced to the next number on the dial. When a winning line occurred the machine would pay out in the normal way and the pointer would reset to zero. If the machine was played ten times without a win, the pointer reached ten on the dial, ten coins were paid and the pointer reset to zero.



The *Futurity* would appear to be a punter's best friend; a machine on which he could not lose, because if he did, he would get back every coin he'd spent. So how was the machine so good at milking players' pockets? Simple really: psychology. Oh, and one other tiny detail – the machine was rigged! (but I'll come to that later).

Let's do the psychology bit first. No one expects to win first time on a bandit, and most players will have three or four goes. After, say five coins, this may be considered the 'danger point'. If a player loses five coins there's a chance he may walk away, and if he wins on the fifth coin he may also walk away. However, when playing the *Futurity*, the player is constantly confronted with a nice big juicy carrot: the pointer. Certainly, if the player wins on the fourth or fifth coin he may quit while he's ahead, just as he might on any other machine. But if he still hasn't won at this stage there's a natural temptation to continue, knowing that he's bound to win at some point, and if he doesn't, he'll have his money returned. Of course, he could get a low winning line paying just two coins, but by the time the pointer reaches eight, the player has nothing to lose by continuing, because the two coins required to reach ten on the dial will be returned with a low payout, or he'll get all of his ten coins back.

From an operator's perspective, within a ten game cycle on the *Futurity*, it could be considered that the danger area is between roughly the fourth and eighth game. If the player wins quickly, he's likely to continue, thinking he's 'on to a good thing', but if it takes four or five games to get a win, he's more likely to walk away, especially if it's a low win. So wouldn't it be great if the machine could almost guarantee not to pay out mid way in a ten game cycle? Well, that's exactly what Mills did with the *Futurity*.

Q. When is a ten stop machine a twenty stop machine?

A. When it's a Mills Futurity.

Now, before I continue, I should explain (for the benefit of newcomers and those with little bandit knowledge) what all this 'stop' business is about. Traditional mechanical one-armed bandits have, almost universally, three reels each with twenty symbols. In the early years, although the reels had twenty symbols, they could only stop in ten positions, every other symbol around the reel's circumference being a 'dummy'. Each reel has attached to it's hub a 'star wheel' which look rather like sprockets. When the reels are in motion, they spin freely and are stopped by 'reel stop levers'. Each reel has it's own stop lever which, as the reels spin, move slowly toward the star wheels. It is the stop levers engaging with the star wheels that cause the reels to come to an abrupt halt. So, ten stop machines simply have star wheels with ten teeth. Mills introduced twenty stop mechanisms with their new 'Silent' range in 1931, which henceforth became the norm, and as you've probably guessed, the star wheels in these mechanisms have twenty teeth.

So let's get back to the *Futurity*. The mechanism is unique, and basically ten stop. However, the reels are each able to stop on all twenty positions, even though the star wheels have only ten teeth. I shall come to how this is achieved later. There are two sets of symbols on each reel, which alternate around the reel's circumference. For clarity I shall refer to these as the 'A' symbols and the 'B' symbols. So, around each reel, every

other symbol is an 'A', alternating with the 'B' symbols. In the machine's normal mode, the reels will stop only on the 'A' symbols, so the 'B' symbols are effectively dummies. The 'A' symbols are exactly the same as those on any other bandit, and are designed to give a payout percentage of 64%.

The Sting!

Now let's go back to our gullible player and his pocket-full of coins, waiting to feed the machine. Let's imagine he's played the machine, say four times, without a win. On any other standard bandit, he could expect a win, even just two cherries, very soon. The machine is now in 'danger zone'; this is where the machine needs to encourage the player to continue, but without awarding him a win. At this point the mechanism switches to the 'B' symbols, and this is where the machine gets nasty! The 'B' symbols are arranged on the three reels such that it is virtually impossible to get a winning line (the payout percentage being about 0.2%). It's interesting to note that the *Futurity* is the only bandit where you'll find lemons on the first reel.

So the player continues to play, and with each game the pointer gets closer to the magical ten! After eight games, having still not had a win, the player has nothing to lose by continuing to play, as he is assured of at least getting back the next two coins with the lowest possible win of two cherries. This is the point the machine switches back to the 'A' symbols. On the tenth game there are three possible outcomes. 1. The player hits the jackpot or gets a high paying line (least likely), in which case the machine loses. 2. The player gets two cherries and is awarded two coins (most likely), in which case the machine wins. 3. There is no win, so the player's ten coins are returned (less likely), in which case the player and the machine are even. Overall (not surprisingly) the odds are in favour of the machine.

So how is a ten stop mechanism able to switch to the 'B' (dummy) symbols? This is controlled by the mechanism that advances the pointer. A simple linkage from the pointer indexes a cam, which at predetermined times during a ten game cycle, raises and lowers the reel stop levers by 18 degrees with reference to the star wheels (or in other words, by a twentieth of the reel's circumference). This has the same effect as raising or lowering the win line on the reel window. Mills supplied a number of interchangeable cams which enabled the operator to determine at which points during a ten game cycle the machine would switch between the 'A' and 'B' symbols. Whenever the pointer is reset after a win, the cam is also reset, thus the 'A' and 'B' symbols are switched at the same point in every ten game cycle.

So, that's the *Futurity*. A deceitful game that is nowhere near as customer friendly as it appears; but then that could be said about any gaming machine to a certain extent! From a collectors point of view, an ingenious machine with a unique mechanism. For my money, the *Futurity* is as mechanically fascinating as the *Bird of Paradise Rولاتop* is beautiful, and is a truly classic machine.

Letters to the Editor

Dear Jerry

I thought I would make time to comment on your views in the magazine (no. 9). I agree that the reason people collect the machines is nostalgia. I don't really remember the old penny allwin type machines so they really don't interest me much, although a couple at the auction caught my eye, the price they fetched amazed me. But I suppose the one-armed bandits that I collect wouldn't interest some of the older collectors either, being too 'new'. Having said that, any one-armed bandit from the 30s or 40s would interest me, the style of the American ones especially. I recently showed my Mills Castle Front to a friends seventeen year old son, he couldn't believe I had paid over £500 for it!

I think there will always be a market for slot machines and when we are all too old or dead, there will be fewer collectors and this could mean fewer machines around. The fewer machines means the ones that do survive will be worth more to the few who still collect them. There are a lot of antiques around as featured on Antiques Road Show, and most passed down from previous generations, so I don't feel the slot machine will ever become extinct.

Moving on to the proposed auction around March, I thought the last one was very interesting, being my first slot machine auction. I used the event to gain useful information on how other people valued the various machines. I thought the venue was fine, although being only half an hour away from where I live, I would say that!

Anyway, I look forward to seeing you at the next event.

Regards
Richard Waring

Dear Jerry

Just a few lines with regard to the January issue of the MMM. I must say I agree entirely with your views on the future of vintage slot collecting, especially with regard to prices, and I think we are now seeing a more realistic scene emerge on the value of our machines. As in all forms of collecting, there will always be certain 'rare' items which will obviously still attract high prices. But the more common or plentiful machines that were produced in great numbers had in fact become vastly overpriced, and probably had the effect of putting would be collectors off taking up the hobby. Let's hope with the aid of your mag. we can now get a few more on board.

All the best
Johnny Burley

Dear Jerry

Can I just say what a great job you're doing with the magazine. I found your comments in the last issue most interesting, particularly the bit about some collectors losing interest over the last few years. I think I was probably one of them, but fortunately I found out about your magazine last summer and my interest has been revived! I think one of the reasons I started to become despondent was the high prices some machines were going for, and for someone with limited funds it was disappointing to attend auctions and come home with nothing because the machines I wanted were too expensive.

I also agree that we need new collectors coming along and I hope you get plenty of support with the events you plan to hold. Unfortunately I could not go to the auction at Coventry because my wife and I were on a weekend away, but I will definitely make sure I can come to your next one.

Keep up the good work
Don Reynolds

Thankyou for all of the letters, emails and 'phone calls I've received on the subject of Vintage Slot Collecting. There seems to be a clear consensus that the general mood is becoming more optimistic, and that we have much to look forward to. This is probably the right time to let the matter rest for a while, and perhaps take another look at the collecting scene this time next year. In the meantime, don't forget 13th May!

On a different note, I received this following letter from James Fairley (author of 'Fun is Our Business' which I reviewed last month). James also kindly sent me a copy of a BBC Northern Ireland film documentary 'The Day We Went to Bangor' and a copy of the auction catalogue of the entire contents of Barrys' Bangor site in 1883. I shall discuss both of these in more detail next month, as I'm sure they will be of great interest.

Dear Jerry

Thankyou for Mechanical Memories Magazine issue 9 (which arrived this morning), for your letter enclosed therewith, and especially for the generous review of *Fun is Our Business*, which I very much enjoyed. Incidentally, I have already had one other query as to a player being able to forecast old fruit machines! Nevertheless, I did think that statements by attendants in the arcade would be reliable in this regard. A further error has come to light through Mechanical Memories, namely that the *Pyramid* was evidently a much more complex machine than I described.

Thanks again for the review.

Yours Sincerely
James Fairley

The Bollands survey

Well, since the last issue the list has grown considerably. I started with a list of twenty-nine working models, which has now grown to seventy-seven. Many thanks to all those who have supplied information, and particular thanks to Tony Atkins for helping to identify a good number of machines. As I stated last month, I've only included those machines that can be positively identified. There are a few 'possibles' waiting to be included in the list, and there are still several that I've encountered in the past that I cannot account for at present, so there's still some way to go. If you own a machine, or know someone who has a barn full (or just one) please let me know. Don't think, "Jerry's bound to know about this one" because I may not.

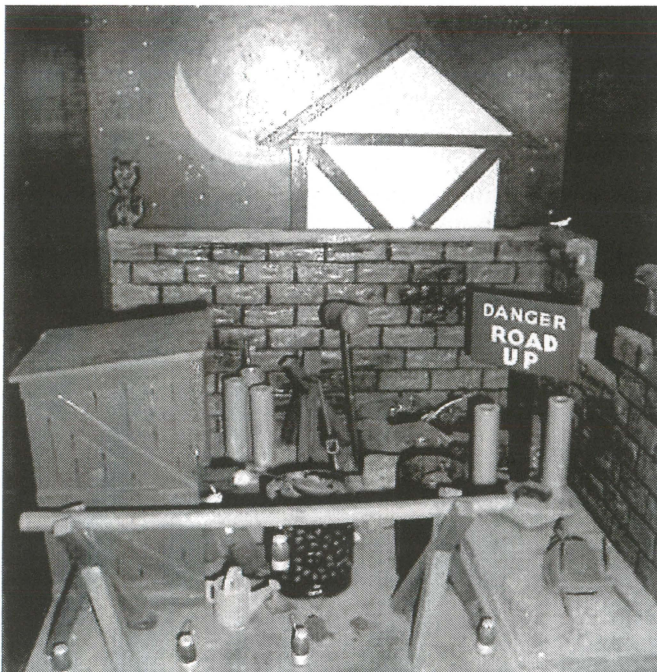
A few interesting facts and figures have arisen since last month, which can wait for another time (I know not everyone has an interest in working models, and I don't want to get too boring)! However, I should at least mention that it appears *The Guillotine* pictured last month is unlikely to be a Bollands' machine after all. Tony Atkins believes it to be the product of R. Arnold of Southend, which would make it a 1930s machine. I spoke to John Hayward, who until a few years back owned the machine, and he confirmed that he too believed it to be 1930s, but had always considered it to be from Bolland. Some confusion may have arisen from a label on the front of the machine with the Bolland name. I've since identified two more machines displaying exactly the same label, one of which is an Ahrens Full Team Footballer – clearly not a Bolland's product! So it would appear these labels refer to Bolland 'the distributor', not maker. This is supported by the London SE5 address on the labels, from which Bolland's Amusement Machine Supply Co Ltd traded in the 1930s.

Anyway, back to the list. There are no great surprises here, although *Night Watchman* has taken an unexpected lead. Some may also be surprised by the six *Pharos* identified, although you'll remember I had already listed four last month. Unfortunately, the two additional machines are in America, but at least we know they exist. A little surprising too is the *Haunted House* at just seven; surely there must be more? Anyway, it's still early days. Please keep the info. coming in!

As yet, I have not sub-categorised case styles, although I plan to start doing this hopefully ready for the next issue. However, I have singled-out the *Haunted House* in the wide version clown case, as although no two Bollands' machines were identical, this is a completely different model to the more common version. This particular machine is pictured on page 56 of Darren Hesketh's book: 'Penny in the Slot Automata and the Working Model'.

The list so far

Burglar	9
Davy Jones Locker	1
Ding Dong Dell	1
Drunkards Dream	10
Egypt	5
Frankenstein	1
Haunted Churchyard	10
Haunted House	7
Haunted House (wide clown case)	1
Hells Kitchen	3
Miser	8
Night Watchman	12
Pharos (fortune teller)	6
Witches Cave	3



The Night Watchman, so far the most common survivor. (picture courtesy Bill Brown)

Places to visit – 2007

Compiled by Dan

45 museums and family attractions across the UK which feature 'working' vintage amusements as part of their displays/facilities. Some venues feature only a small number of machines, whereas others feature many exhibits. It is advisable to contact the venue before travelling for: opening times; confirmation that exhibits are currently on display, and to ensure the venue hasn't been bulldozed and replaced by Tesco's etc. Displays have not been verified at ALL venues listed, so please telephone/check web sites first to avoid disappointment.

Abbey House Museum – Leeds, Yorkshire

Traditional museum with Victorian street scene etc. Rare Dennison working model on display plus a small number of other exhibits.

Antique Amusements, Tins and Toys Exhibition – Arne, Dorset

Large display of exceptionally restored exhibits.

Beside the Seaside Museum – Bridlington, East Yorkshire

Museum includes small 'Olde Tyme' penny arcade. Pennies included with admission.

Bethnal Green Museum – London

Black Country Living Museum – Dudley, West Midlands

Brewers Quay – Weymouth, Dorset

Bridgebarn Antiques Centre – Battlesbridge, Essex

An impressive collection of rare working models and other arcade pieces.

Brighton Museum and Art Gallery – Brighton, Sussex

Brighton Toy and Model Museum – Brighton, Sussex

Includes a very nice Bolland Drunkard's Dream on display.

Bygonex – Torquay, Devon

Bygone Times – Chorley, Lancashire

Large collection on display.

Carters' travelling Steam Fair – London/Berkshire

Very large travelling exhibition of machines at this wonderful vintage funfair.

Cheshire Workshops (aka Candle Workshops) – Burwardsley, nr Chester, Cheshire
Large display of exhibits at this site which is run by me (Darren Hesketh).

Collectors' World – Downham Market, Norfolk

Drayton Manor Theme Park – Tamworth, Staffordshire
Recreation of Bryan's Works plus Penny Arcade museum.

East Lodge Antiques Village, Botany Bay – Enfield, Outer London
Small vintage arcade.

Fairground Museum, Dingles Steam Village – Lifton, Devon

Falstaff's Experience – Stratford-upon-Avon, Warwickshire
Unusual 'miniature' arcade plus Fortune Teller can be seen at this creepy venue!

Folly Farm Family Adventure Park – Begelly, Pembrokeshire
Various vintage machines plus 'Old-Tyme' Funfair.

Hop Farm Country Park – Paddock Wood, Kent
The editor's most recently set up venue.

House on the Hill Toy Museum – Stansted, Essex
Large and interesting display at this amazing toy museum. Castle and Norman Village opposite.

Ironbridge Gorge Museums (Blists Hill Victorian Town) – Telford, Shropshire

Lakeland Motor Museum, Holker Hall – Cark-in-Cartmel, Cumbria

Machinations – Llanbrynmair, Powys, Wales
Unusual vintage (non coin-operated) automata exhibition plus shop.

Mechanical Memories Museum – Brighton, Sussex
Large display of machines operated by Jerry (the editor) at this long established site.

Merrivale Model Village – Great Yarmouth, Norfolk
Large display of vintage exhibits at Peter Williamson's beautifully restored model village.

Miniature World, Model Village – Bourton-on-the-Water, Gloucestershire
Unusual coin-operated automata on display.

Museum of Childhood – Edinburgh

Various working models on display at this large museum including the infamous Sweeny Todd plus examples by Bolland and Canova.

Netley Chapel and Museum, Royal Victoria Country Park – Southampton

North Somerset Museum – Weston-Super-Mare, Somerset

Small recreated traditional seaside arcade.

Old Penny Memories Museum – Bridlington, East Yorkshire

Large display of vintage machines plus unique 60s Coffee Bar for a taste of the past.

Paulton's Park – Romsey, Hampshire

Ripley's Believe it or Not! – Blackpool, Lancashire

Unusual attraction which also features two almost identical Bolland Pharos models. (PLEASE NOTE: The Pleasure Beach vintage arcade is believed to have closed).

Rye Heritage Centre Rye, Sussex

An amazing collection of working models on display (largest in the UK) plus a small number of other penny arcade machines, Any reader interested in working models should visit this exhibition. Presented by Steve Maxted.

Salford Museum and Art Gallery – Salford, Greater Manchester

Museum features an authentic recreated Victorian street, plus you can see (and play) an Ahrens Firefighters working model.

Southend Pier Museum – Southend, Essex

A small number of machines to play in this most interesting attraction (open May – Oct).

Southport 'End of the Pier' Pavilion – Southport, Merseyside

Clive Baker's impressive large display at the end of Southport pier. Features a wide range of vintage machines.

Southwold Pier – Southwold, Suffolk

See Tim Hunkin's unique display of humourous coin-operated automata – unforgettable.

Swanage Pier – Swanage, Dorset

A small number of machines to play.

Trago Mills Family Shopping and Leisure Park – Newton Abbot, Devon

Watermouth Castle and Family Theme Park – Ilfracombe, Devon

Large number of vintage exhibits spread throughout this wonderful family attraction.

Wirral Tram Museum – Wirral, Merseyside

Wookey Hole Caves and Paper Mill – Wells, Somerset

Large display of vintage machines plus an impressive collection of 'customised' working models. (Tour of the caves is breathtaking)!

Yesterday's World – Battle, Sussex

Yesterday's World – Great Yarmouth, Norfolk (Opening 2007)

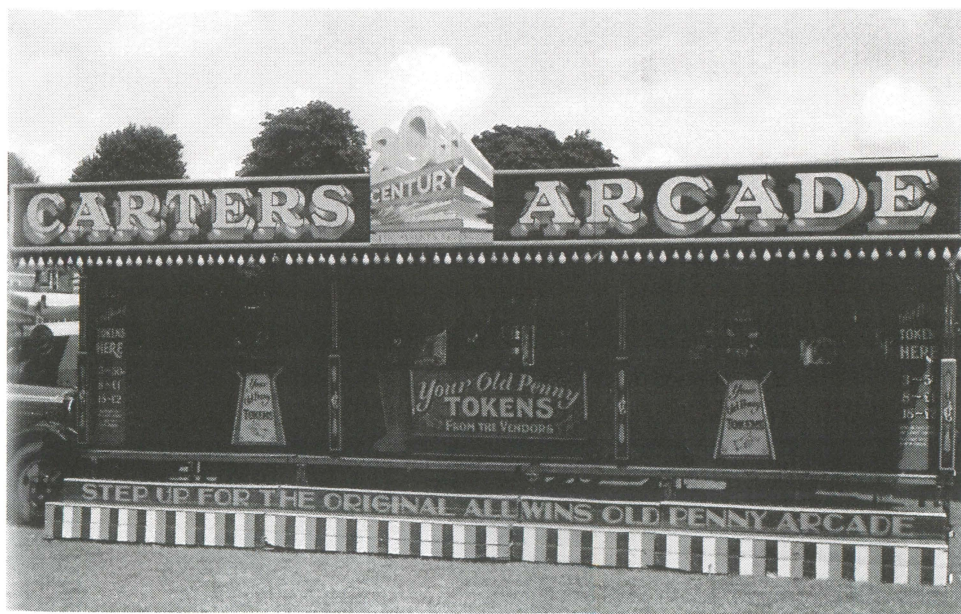
York Castle Museum – York, Yorkshire

This large museum has on display a number of working models by Ahrens and Kraft.

Numerous travelling vintage arcades can be seen during the season, presented by (amongst others): Pete Barson, Dave Hooper and John Morley. Not forgetting Carter's arcade (featured in the main list).

Are there any other venues known? Don't be shy, write to the editor and let us all know.

Darren Hesketh 2007



Carters' magnificent arcade. In the next month or so I hope to feature Carters' Steam Fair, including a full run of places they will be visiting this coming season.

How I started my collection

By Charlie Booth

Born in 1949, my formative years were spent in the halcyon days of the 50s and 60s, when a mugger was a species of Indian crocodile and you could safely walk around any time of day or night, and my mother had no qualms about letting me go up to the shops on my Triang scooter to buy a Jubbly.

My earliest recollection of amusement machines is when, as a very young boy, I would go to Southend-on-sea for a day trip with my family. The day would be spent on the beach with a bucket and spade, making sure not to miss the Punch and Judy show. And then when the sun went in we would visit the amusement arcades along the seafront. I remember playing the Ahrens footballer and the cranes, and I clearly remember the working models, which I thought were ‘state of the art’ – how technology has changed! Funny I can’t recall any allwins then, probably because they were high up and I was too small to reach the coin entry.

Later on we would spend our annual holidays at caravan camps at Walton-on-the-Naze. Those were the days before package holidays abroad, so I thought I was very fortunate being lucky enough to go away, even though it was only sixty miles away from where we lived. It is of course laughable now to think of staying in those old condensation ridden caravans, and having to get up in the middle of the night and walk two or three hundred yards to the toilet block. I recollect being able to find my way there but always getting lost on the way back – one caravan looks much the same as another in the dark. In the evening my parents would go to the club house to play bingo and watch the cabaret act, so my brother, sister and I were each given a handful of pennies and we would head straight for the camp amusement arcade.

The machines I remember playing the most were the Bryans Twelve-win clock and the Payramid. Later on, the machine I remember playing frequently was the 1963 Bryan’s Bullion, which I always seemed to have a fair chance of winning on. I also remember the Oliver Whales allwins, which always seemed to pay out sweets. On reflection, I still cannot see the object of trying to win a packet of fruit gums, when I could have bought a packet in the shop, for less than I lost. I suppose that is the lure of the spinning silver ball. I have to be honest and say this was not my primary reason for going to the arcade. All the girls would congregate around the jukebox, and my idea of scoring a jackpot then was to chat one of them up, walk them home to their caravan and have a kiss and cuddle. I don’t want to sound big headed, but I was always successful in this department (well, you’ve either got it or you haven’t), which is more than can be said for my luck on the machines.

That would have been the end of my association with machines had it not been for my interest in 1950s American cars some twenty-five years later. I attended a car show held in Alexandra Palace, and whilst there, I saw a stall with a couple of allwins on it.

Memories came flooding back and I thought I must buy one of those for nostalgia's sake. I didn't have enough money on me to buy one that day, so I made it my business to find out where I could buy one. I heard about an auction of penny slot machines, which I attended and bought my first machine. It was an Oliver Whales Jetplay, which I still own, but as all you collectors out there know, it's a bit like going into a pub for a drink – you can't just have one!

I then went on to buy a Jennings Governor and a Buckley Jewel Box crane. Over the years I've bought many different machines, and have built up a varied collection, but I have to say Bryan's machines are my favourite, of which I own quite a few.

So that's how I got started. How about you?

Wookey Hole Caves

By Barry Saunders

This story has nothing to do with the old penny amusements, which are now at this attraction, but I found this tale amusing and I thought I would share it with you. It was told to me by someone who grew up in the 1950s.

He said that during the school holidays he would stay with his aunt and uncle who lived nearby to Wookey Hole. His uncle was a guide at the caves, and would take this nephew to work with him. He would give him a shilling and got him to accompany him on his guided tours around the caves, without revealing it was his uncle. During the tour he would ask his uncle questions and show interest. When it got to the end of the tour, he thanked his uncle (the guide) for such an interesting tour, and to show his appreciation, gave him the shilling. This prompted everyone else to do the same. When the crowd had gone, the nephew got the shilling back, a new crowd would arrive for their tour, and the same thing would happen again, and again, and again.....

Enterprising or what?!

Lineage ads. are free to subscribers and will run for two issues, unless you instruct me otherwise. Please ensure I have your ads. by the 20th of the month for inclusion in the next month's issue. Remember to include your telephone number and the area where you live. Post or e-mail to the address on page 2

For Sale

Two Aristocrat Arcadian bandits. Working but could do with a service. £130 each
Tip-em-off machine, on old penny play.
Case needs new formica. £130

George 07960 346302 (Leics)

Wanted

Pair of lenses for an Oliver Whales viewer.

Kevin 0191 251 3946 (Tyne & Wear)
Email: kg002d7894@blueyonder.co.uk

Wanted

Bollands Working Models
Top price paid, plus finder's fee

Les 07905 372227 (Essex)

For Sale

Bollands Predicta 'Iron clad' fortune teller wall machine. In good working order, with keys. Working on old penny play. They don't build 'em like this anymore!

Stewart 01768 341703 or 07854 568748

For Sale

Beautifully made copy of the 1920s 'Pool Tote' wall mounted or counter-top skill game. Made from solid oak. £600

Pete 01295 730005 (Banbury)

Wanted

Top flash for
Oliver Whales 'Win an Aero' allwin

Bill 01642 710834 (Middlesbrough)

Wanted

Any Wonders machines, especially Boomerang. Good price paid or have loads of things to swap.

Pete 01295 730005 (Banbury)

For Sale

Various one-armed bandits, about ten. Plus several Oliver Whales and Wondermatics allwins. All top quality, with keys. No rot, no woodworm, no rubbish. Ring for details

Stewart 01768 341703 or 07854 568748

For Sale

Repro wind-up 78 rpm gramophone, with brass horn. In good working order and in smart condition. £55

John 01273 608620 (Brighton)

For Sale

Wurlitzer CD jukebox. GWO, but cabinet could do with a little TLC. £350
Spares for Wurlitzer vinyl jukebox. Phone for details.
Full size fibreglass figure of Marilyn Monroe. £350

George 07960 346302 (Leics)

Wanted

Ruffler and Walker two player games:
Grand National and Grand Prix.

Charlie 07711 978806 (Essex)

For Sale

Bryans Elevenes allwin. Perfect working order. Square payout cup. Good condition, with keys. £650

Bryans Ten-cup allwin. Perfect working order. Good condition, with keys. £850

Nigel 01902 897879 (West Midlands)

For Sale

Aristocrat 'War Eagle front' mechanical one-armed bandit, with keys. Working on 2p or 10p coin. £275

Ring or email for photos.

Tony 07974 460742 (Essex)

Vanessa.raye@tesco.net

For Sale

Bandit spares for Mills, Sega, Aristocrat, Jubilee. Cabinets, Mechs, Wrecks, Handles, Signs, Jackpot mechs, Escalators etc. Will sell separately or in lots. Please phone with your requirements.

Bally 'Rio' front. Very good chrome, all signs in good condition. Complete with payout tray. £25

George 07960 346302 (Leics)

For Sale

Three Bryans machines:

Fruit Bowl

Twelve win Clock

Castle Top Elevenes

All top quality, working on old penny play.

Stewart 01768 341703 or 07854 568748

For Sale

Bally Judge Dredd pinball machine.

Excellent condition. £600

George 07960 346302 (Leics)

For Sale

Bryans Worlborl in early style cabinet. Working on 1d play. £1100

Allwin Deluxe with reserve ball. £495

Bryans Pilwin, working on 1d. £650

Bryans Elevenes in castle top cabinet.

Working on 1p play. £695

Jennings Comet brass Indian heads. £10 ea

John 07816 152111 (Cambridgeshire)

Woudworm24@aol.com

Wanted

Does anyone have spares for arcade cranes? I need a claw and a playfield. If you have any spares I would like to buy them, as I am restoring two cranes.

Mike 07812 248474 or 0208 597 7449

Dower57@aol.com

For Sale

Hand turned working model rounderbout with built in musical box, by Matchbox. Horses rise up and down as rounderbout turns. Over 12" in diameter and height. Phone for photos. £30

John 01273 608620 (Brighton)

For Sale

'Penny in the Slot Automata and the Working Model' by Darren Hesketh. £35 + £6 U.K. p&p. (retails at £100)

Dave 01747 840842

Wanted

Does anyone out there have four cast feet for a Novelty Merchantman streamline crane. Would prefer originals, but re-casts acceptable. Also require boat bridge casting that fixes to back mirror.

nigelandregeorge@btopenworld.com

SPARES AND COINS

For Sale

New old stock, Bryans square Yale locks, with two keys. £10 each, plus £2 p&p

Tony 07974 460742 (Essex)
or email vanessa.raye@tesco.net

For Sale

Lowe & Fletcher and Yale locks. Will fit most Bryans machines. £12 per lock.

Tele. 07816 152111
Email jn168@aol.com

For Sale

Bryans Clock Face and Instruction Cards. For either 6 win or 12 win. Perfect copies. Laminated or paper. £12 inc. UK postage. Topflashes for the following O. Whales Allwins: Double Six; Have a Go; Easy Perm; Playball; Each Way. Perfect copies. Laminated. £12 inc. UK postage.

Charlie 07711 978806 (Essex)

For Sale

Some Mills and Jennings repro reel strips left. £10 per set
Some original award cards – enquire.
Mills 5c and 25c original sets of payout slides. £30 per set

Peter 01304 822485 (Kent)

The Mutoscope Man

Large range of mutoscope parts available.
Part or total restorations undertaken.

John Hayward
01273 608620 (Brighton)

For Sale

Radial pin cam locks. 30mm barrel length, 19mm (3/4") diameter. High quality, high security. Supplied with two keys. Ideal for Bandits, Jukeboxes, Pinballs etc.
£6 each, 2 for £10 inc. U.K. p&p

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Jerry Chattenton

10 Bedford Road, Dartford DA1 1SR

For Sale

Data East pinball parts
Most items available

Check out website
www.gazzaspinballs.co.uk

For Sale

Large range of allwin spares available.
Phone or email your requirements

Jez 020 8394 1988 (evenings)
Email retreeva@ntlworld.com

Fortune Teller Cards

Criss-cross cards

typed or hand written, various types.

Small Argyll type

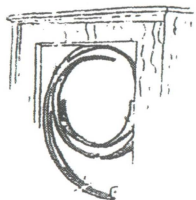
for drawer puller wall machines. Future husband, Career, baby etc. Love letter, palmistry, fortune – full range.

Green ray cards

hand written in green ink.

All printed on very thick card – as per originals. Orders for small or large quantities welcome.

Phone for details.
Clive Baker 01489 784038



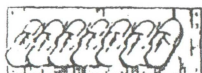
ALLWIN TRACK

Grooved & chromed just like the original.

Inner with flat & nipple
17½" inside length
Middle 18" inside length
Outer 40" inside length

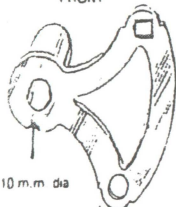


Win Tabs Red printer
on Silver foil sticky
backed 12 on a sheet

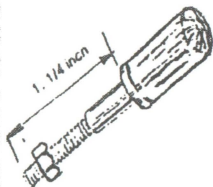


CHROMED 7 ball win
gallery. 6 x 1. 9/16

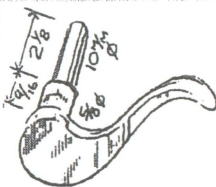
CHROMED TRIGGER
FRONT



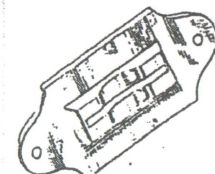
10 m.m dia



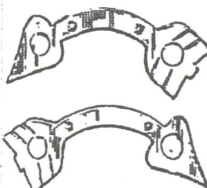
CHROMED THUMB
STOP



TRIGGER



COIN SLOT
to suit 2p but can
be filed bigger



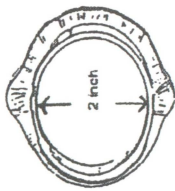
CHROMED ARROWS
Reversible.

CHROMED PAYOUT BOWL

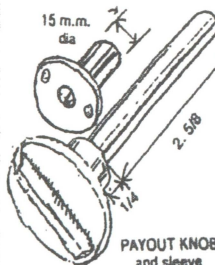


2 5 inch dia cup 2 x 0.25 inch fixing
squares at 3.75 inch centres.

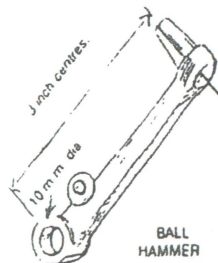
CHROMED KNOB SHIELD



2 x tapped M5 fixing holes on
extended nipples 2. 1/2 centres.



PAYOUT KNOB
and sleeve



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HAMMER

SPANDRELLS



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Sleeve £11.95

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N14 Allwin Track
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middle £19.00
outer £23.50
set of 3 £47.00

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orders - please ring.

For Sale



Lucky Lady

***Floor standing Fortune Teller automaton
Vends a capsule with a prize and fortune.***

£550

Clive 01489 784038

For Sale

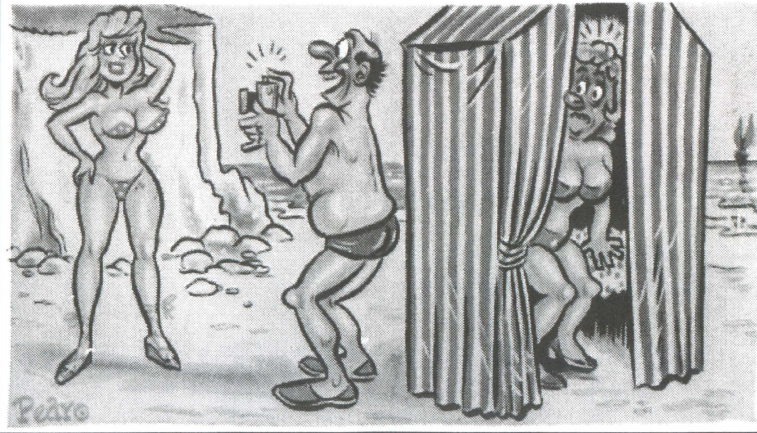
*Three Mills Hi-tops.
All in good condition
and in good working order on 6d play*

£350 each

George 07960 346302

Wanted

"LEGS A BIT MORE APART, THAT'S RIGHT, IV'E GOT IT ALL IN ... SMASHING!"



Seaside Saucy Postcards. Individual cards or collections

Jerry 07710 285360

Book Shop

Amusements Machines. By Lynn F. Pearson

This potted history of British amusement machines is a well illustrated and useful introduction to the subject. Currently out of print. Soft-back, 32 pages with 62 illustrations, b/w. **Our price £12**

Arcades and Slot Machines. By Paul Braithwaite

The definitive British slot machine collectors guide. Includes A – Z survey of manufacturers, with plenty of photo's of familiar and rare machines. A must have for every collector. Soft-back, 105 pages, colour & b/w. **Our price: £12**

Automatic Pleasures: The history of the Coin Machine. By Nic Costa

Focuses on some of the earliest and rarest machines. The first book ever published on coin-operated machines from a British social history perspective. Out of print for many years. Hard-back, 225 pages, colour & b/w. **Our price: £40**

Pennies by the Sea: The Life and Times of Joyland Amusements, Bridlington

By Nick Laister

The first book on the phenomenon of the seaside amusement arcade, based around the history of what was one of Britain's largest – Joyland Amusements in the East Yorkshire seaside resort of Bridlington. Enter a wonderful world of long days, colourful lights and enormous innovation; an insight into a way of life that once existed at seaside resorts up and down the country but has now largely disappeared. Soft-back, 122 pages, b/w. **Our price: £16**

Collectors' Guide to Vintage Coin Machines (2nd edition with revised price guide) by Dick Bueschel

Chapters on scales, vending, arcade, slots, jukes, pinballs and stimulators. Attractive book, well researched and illustrated. Hardback, 220 pages featuring 700 machines all in colour. **Our price: £32.40**

100 Ans de Machines a Sous. By Jean Lemaitre

Large, expensively produced quality book that does full-colour justice to a superb array of predominantly French machines (many truly exquisite) plus a few English, German and American games, pinballs and jukeboxes. One of the finest publications about slot machines, by the leading French slot machine expert. A real eye-opener to anyone interested in wall machines. Small print run in 1997, now hard to find. French text. Hardback, 175 pages, colour. **Our price: £40**

Jukeboxes by Adams, Lukas & Maschke

1950s – 60s jukebox history, technology, manufacturers with advice on collecting, maintaining and restoring. Evolutionary 'photo chronicle with clear pictures of mechanisms and illustrated index of model numbers by manufacturer.

Hardback, 144 pages, colour and b/w. **Our Price: £30.00**

Jukeboxes By Frank Adams

Documenting over a hundred years of unusual, obscure, mysterious and innovative American Jukeboxes by Mills, Capehart, Packard, Gabel and Aireon, Edison, United Ristocrat and many others, with high quality reproductions of many original advertisements. Ringbound, 182 pages, colour and b/w. **Our price: £30.00**

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Worthy contribution from the Dutch enthusiasts, covering all models from the early 1930s to 1962 when the visible mechanism disappeared. Five chapters: AMI, Rock-Ola, Seeburg, Wurlitzer, the others (Filben, United, Mills, Packard and the European Tonomat, NSM Beromat etc.) with information on finding, restoring, pricing and records. Hardback, 187 pages, colour and b/w (out of print). **Our price: £35.00**

The Complete Pinball Book – Collecting the Game and it's History (with values) by Marco Rossignoli

Second edition with price guide. The biggest and best volume on the subject to date, it covers the whole topic from the 30s to the 90s in minute detail, with a listing of over 3000 games and over 900 colour photographs, including technical close-ups, flyers and rare pictures. Hardback, 320 pages, colour. **Our price: £49.00**

Bally's Bingo Pinball Machines by Jeffrey Lawton.

The first book to describe the history, evolution and excitement of this branch of the pinball species, showcasing a fantastic collection of machines from the 50s and 60s with original promotional brochures and advertisements.

Hardback, 144 pages, over 290 colour photos. **Our price: £32.40**

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